

**Amendments to the Claims:**

This listing of claims will replace all prior versions and listings of claims in the application.

**Listing of Claims:**

1. (Currently Amended) A method for synchronizing multiple instances of a storage platform for a hardware/software interface systems (~~e.g., WinFS~~), said method comprising:  
dividing said storage platform into basic units of granularity (~~e.g., change units~~);  
sequentially enumerating changes and tracking said changes on a per change unit basis;  
for each instance, tracking the state of changes for that instances, as well as the state of changes for a plurality of other known instances in the sync community (~~sync partners~~); and  
for synchronization, identifying new changes by comparing the enumerated changes for a particular instance with the state of changes for that instance;

wherein said multiple instances of said storage platform comprise a multi-master sync community.

2. (Original) The method of claim 1 wherein said change unit is an Item.

3. (Original) The method of claim 1 wherein a change unit is a Property.

4. (Currently Amended) The method of claim 1 wherein a change unit is an individual Property of an Item, Extension, or Relationship, ~~(but not a Property of a Nested Element in said Item, Extension, or Relationship)~~.

5. (Cancelled)

6. (Original) The method of claim 1 wherein changes to a replica are uniquely enumerated based on a unique replica identification, and wherein said changes are sequentially enumerated for said replica.

7. (Original) The method of claim 1 wherein the changes are enumerated at a change unit level.

8. (Original) The method of claim 1 wherein conflicts are detected and resolved at a change unit level.

9. (Currently Amended) The method of claim 1 wherein said instances maintain a synchronization mapping of their ~~known sync partners~~ other known instances with which to synchronize in a sync community.

10. (Currently Amended) The method of claim 9 wherein an instance may have multiple mappings in order to enable different synchronization behaviors with different ~~sync partners~~ other known instances in the same sync community.

11. (Original) The method of claim 9 wherein said mapping comprises, for at least one sync partner, a community identification and a mapping identification for said sync partner, in order to synchronize with said sync partner without information pertaining to a location for said sync partner.

12. (Currently Amended) A system for synchronizing multiple instances of a storage platform for a hardware/software interface systems (~~e.g., WinFS~~), said system comprising:

a subsystem for dividing said storage platform into change units ~~basic units of granularity (e.g., change units)~~;

a subsystem for sequentially enumerating changes and tracking said changes on a per change unit basis;

a subsystem for tracking, for each instance, the state of changes for that instances, as well as the state of changes for a plurality of other known instances in the sync community (~~sync partners~~); and

a subsystem for synchronization, identifying new changes by comparing the enumerated changes for a particular instance with the state of changes for that instance;

wherein said multiple instances of said storage platform comprise a multi-master sync community.

13. (Original) The system of claim 12 wherein said change unit is an Item.
14. (Original) The system of claim 12 wherein a change unit is a Property.
15. (Currently Amended) The system of claim 12 wherein a change unit is an individual Property of an Item, Extension, or Relationship, ~~{but not a Property of a Nested Element in said Item, Extension, or Relationship}~~.
16. (Cancelled)
17. (Original) The system of claim 12 wherein changes to a replica are uniquely enumerated based on a unique replica identification, and wherein said changes are sequentially enumerated for said replica.
18. (Original) The system of claim 12 wherein the changes are enumerated at a change unit level.
19. (Original) The system of claim 12 wherein conflicts are detected and resolved at a change unit level.
20. (Currently Amended) A computer-readable medium comprising computer readable instructions for synchronizing multiple instances of a storage platform for a hardware/software interface systems (e.g., WinFS), said computer-readable instructions comprising instructions for:  
dividing said storage platform into change units ~~basic units of granularity (e.g., change units)~~;

sequentially enumerating changes and tracking said changes on a per change unit basis;  
for each instance, tracking the state of changes for that instances, as well as the state of  
changes for a plurality of other known instances in the sync community (~~sync partners~~); and  
for synchronization, identifying new changes by comparing the enumerated changes for a  
particular instance with the state of changes for that instance;  
wherein said multiple instances of said storage platform comprise a multi-master sync  
community.

21. (Original) The computer-readable instructions of claim 20 further comprising  
instruction wherein said change unit is an Item.

22. (Original) The computer-readable instructions of claim 20 further comprising  
instruction wherein a change unit is a Property.

23. (Currently Amended) The computer-readable instructions of claim 20 further  
comprising instruction wherein a change unit is an individual Property of an Item, Extension, or  
Relationship, ~~(but not a Property of a Nested Element in said Item, Extension, or Relationship).~~

24. (Cancelled)

25. (Original) The computer-readable instructions of claim 20 further comprising  
instruction wherein changes to a replica are uniquely enumerated based on a unique replica  
identification, and wherein said changes are sequentially enumerated for said replica.

26. (Original) The computer-readable instructions of claim 20 further comprising  
instruction wherein the changes are enumerated at a change unit level.

27. (Original) The computer-readable instructions of claim 20 further comprising  
instruction wherein conflicts are detected and resolved at a change unit level.